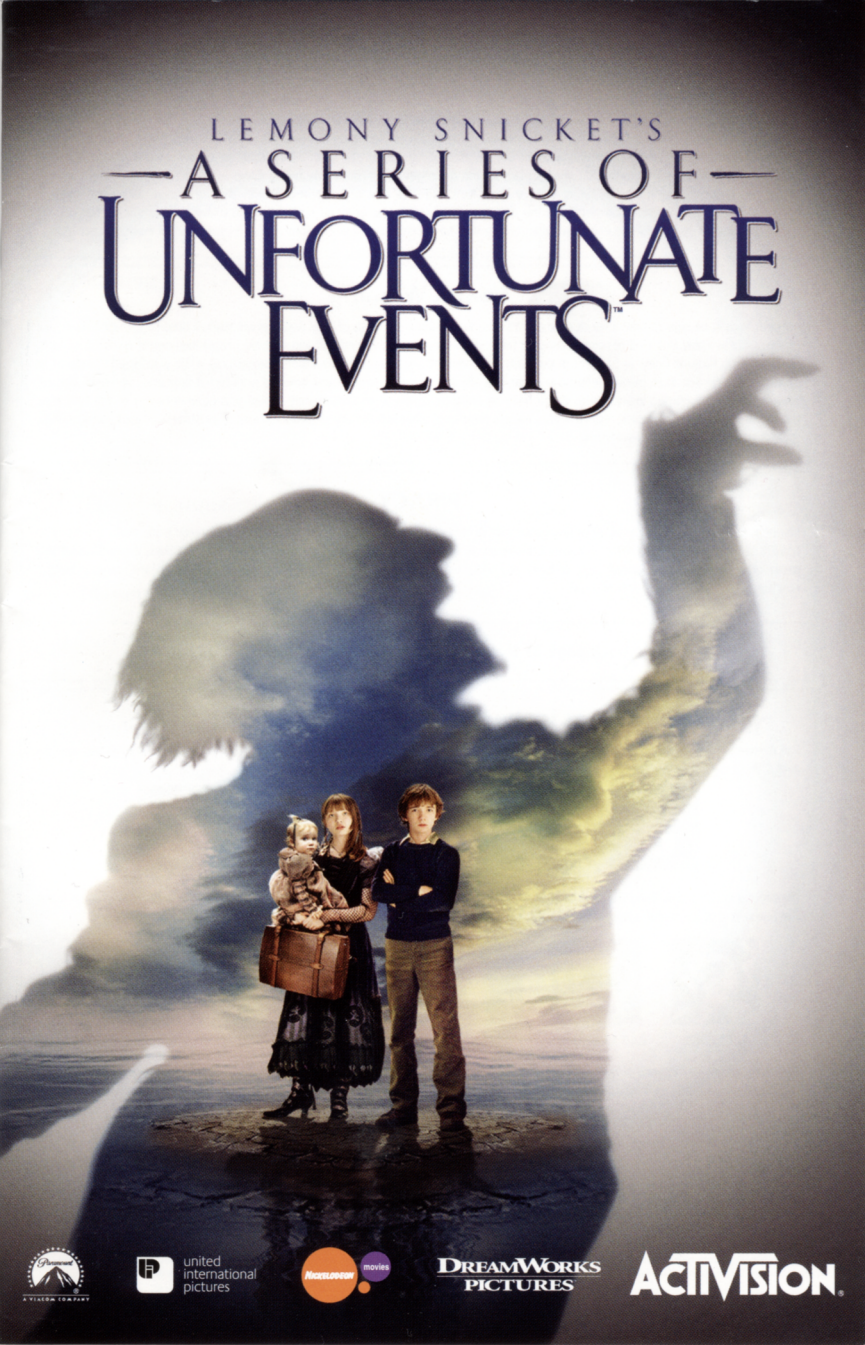
LEMONY SNICKET'S
A SERIES OF
UNFORTUNATE EVENTS
A VIACOM COMPANY
united international pictures
movies
DREAMWORKS PICTURES
ACTIVISION

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-52807

1 Player • Memory Card (8MB) (for PlayStation®2) : 210KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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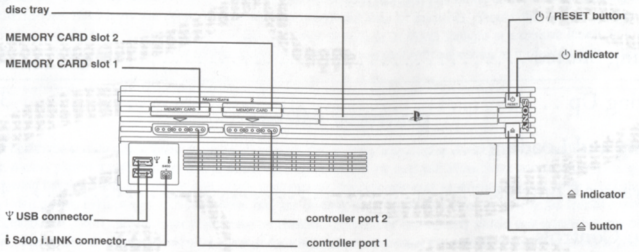
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens. Place the *Lemony Snicket's A Series of Unfortunate Events*™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

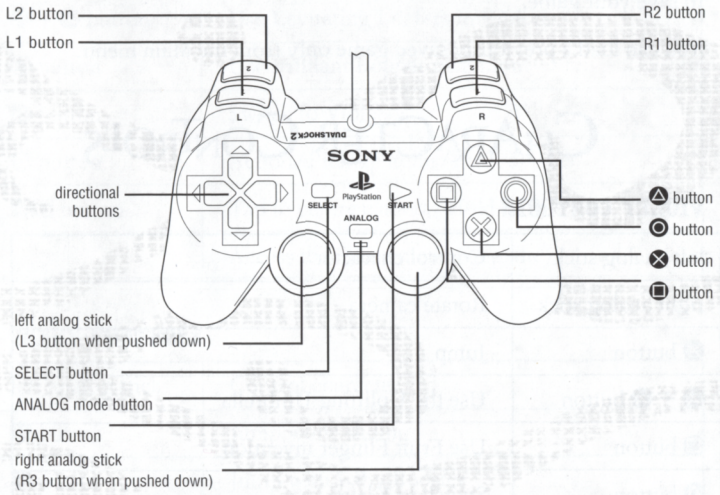
MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games. A saved game's data takes up 270KB.

It is advised that you do not insert or remove accessories once the power is on. This title uses an autosave feature. Insertion of a memory card (8MB) (for PlayStation®2) after boot up, may cause data to be overwritten. This title does not support the digital controller.

STARTING UP

Analog Controller (DUALSHOCK®2) configurations



To select menu options, use the ⬆ and ⬇ directional buttons to navigate the menu options. Highlight the desired option and press the ✕ button to accept. To select a menu option, follow the on-screen button prompts and press the ✕ button to accept and the △ button to go back. *Lemony Snicket's A Series of Unfortunate Events* supports the analog controller (DUALSHOCK®2). When the analog controller (DUALSHOCK®2) is in analog mode (indicator: red), the left analog stick works the same as the directional buttons.

Saving and Loading

You can save a game if you have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1. Throughout the game, you'll be asked if you want to save your progress. Follow the on-screen instructions to save your game.

You can load a previously saved game only from the Main menu.

Character Controls

VIOLET CONTROLS

left analog stick	Control character
right analog stick	Rotate camera
⊗ button	Jump
⊗ + ⊗ button	Use the Uplifting Umbrella
□ button	Use Fruit Flinger invention
△ button	Switch to Klaus
○ button	Action/Pick up items/Push/ Use Reptile Retriever invention
R1 button	Press to centre camera/ Hold to toggle first-person targeting mode
L1 button	Use Steady Stilts invention
START	Access the Pause menu (in game)

KLAUS CONTROLS

left analog stick	Control character
right analog stick	Rotate camera
⊗ button	Jump
⊗ + ⊗ button	Use Levitating Loafers invention
▣ button	Use Brilliant Bopper invention
△ button	Switch to Violet
○ button	Action/Pick up items/Push objects
R1 button	Tap to centre camera/Hold to free look
START	Access the Pause menu (in game)

SUNNY CONTROLS

left analog stick	Control character
⊗ button	Jump while sliding
⊗ button	Jump with Baby Booster
⊗ + ▣ button	Baby Booster Attack
○ button	Bite/Push objects
START	Access Pause menu (in game)

MENU CONTROLS

left analog stick	Navigate menu
directional buttons	Navigate menu
⊗ button	Press to accept
△ button	Press to go back to previous screen

MAIN MENU

When you first start up *Lemony Snicket's A Series of Unfortunate Events*, press START to go to the Main menu. You'll have four choices:

1. **New Game**—Start a game from the beginning. After selecting New Game from the Main menu, choose a game file you want to save on and press the ⊗ button to start a new game.

2. **Load Game**—Select a game saved on your memory card (8MB) (for PlayStation®2). After selecting Load Game from the Main menu, choose the game file you want to load and press the ⊗ button to continue.

3. **Options**—Change gameplay settings. Select Options from the Main menu to modify the following settings:

   - **Music Volume**—Modify the music volume.
   - **Sound Volume**—Modify the sound volume.
   - **Vibration**—Turn the Vibration feature on or off.
   - **Default**—Reset all options to their default settings.

4. **Extras**—Use this menu to return to previously completed levels, watch the credits and view bonus materials you've unlocked. View unlocked bonus materials and return to completed levels.

   - **Load Extras**—Choose a game save file to access previously unlocked extras.
   - **Bonus Material**—View bonus materials.
   - **World Map**—Return to levels you've already completed.
   - **Credits**—View the game credits.

THE UNFORTUNATE STORY

If you are interested in playing a fun-filled game with cute furry heroes and helpless princesses, you have chosen the wrong game entirely. This game includes a sinister villain, a loud noise, an umbrella, a parked car, three clever orphans and many dangerous situations.

This is the story of the Baudelaire siblings, Violet, Klaus and Sunny. After a mysterious fire destroys their parents, their mansion and their previously happy lives, the children are sent to live with Count Olaf, one of the world's six worst villains and four worst actors. Joined by his troupe of creepy henchmen, Count Olaf will do anything to get his greedy hands on the vast Baudelaire fortune.

Violet, Klaus and Sunny must rely on their unique talents and each other if they are to outwit Olaf and his villainous associates. They'll need Violet's clever inventions, Klaus' bookish intellect and Sunny's four very sharp teeth. While *they* are doomed to battle treachery on every level, *you* are free to do something more pleasant with your time. Wouldn't you rather play something else?

CHARACTERS

Each character needs to use different inventions to complete missions. As you progress through the game, you'll need to use specific characters to complete the levels. Press the △ button to switch between Violet and Klaus. Certain missions require Sunny to step in and lend a hand (or a tooth).

THE BAUDELAIRE ORPHANS

VIOLET

Violet, the oldest Baudelaire sibling, is one of the finest 14-year-old inventors in the world. Whenever her hair is tied up with a ribbon to keep it out of her eyes, it means Violet is thinking about pulleys, levers and gears as she works out another complicated device. The orphans often rely on Violet's inventions to save them from imminent danger, sometimes mistakenly.

KLAUS

Klaus Baudelaire, the middle Baudelaire child, has read more books at twelve years of age than most people read in their entire lives. He is highly skilled at solving puzzles and finding and deciphering clues, a phrase which here means "it probably won't make a difference because these children are so unlucky."

SUNNY

Sunny Baudelaire, an infant, is small enough to crawl into very tight spaces and has four sharp teeth with which she likes to bite things—useful qualities when one is faced with terrible treachery. Because she is so young, Sunny speaks only in a series of unintelligible shrieks, but you probably would too if you were being chased by a man with hooks instead of hands.

VILLAINS AND WELL-MEANING ADULTS

COUNT OLAF

Count Olaf is a terrible villain and worse actor who will stop at nothing to get the enormous Baudelaire fortune. Nothing is a word which here means "certainly not three clever orphans." He only has one eyebrow, which would normally make him easy to spot, but he often wears disguises as he hatches his sinister plots.

MR. POE

Mr. Poe is a banker and family friend who is responsible for overseeing the Baudelaires' affairs. He is kind-hearted, an expression which here means "completely unhelpful."

UNCLE MONTY

Dr. Montgomery Montgomery—or, as the Baudelaire children call him, Uncle Monty—is a world famous snake expert. He is currently planning a trip to Peru with the orphans to research exotic reptiles, but he probably won't make it.

AUNT JOSEPHINE

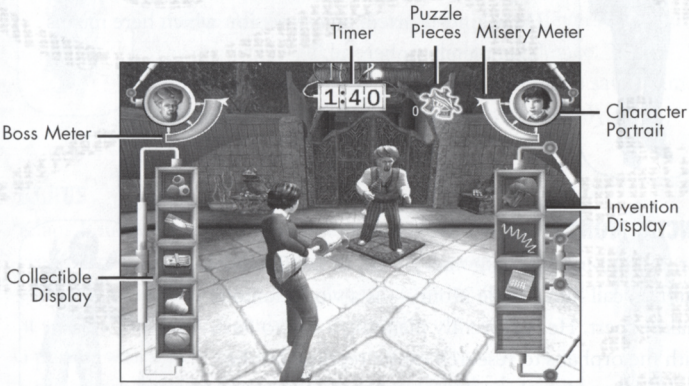
Aunt Josephine is a widow who is scared of nearly everything, including doorknobs, which just might suddenly explode into a million sharp pieces and injure you. Unfortunately, she isn't very good at detecting the most obvious perils, like the appearance of a terrible villain.

PLAYING THE GAME

During gameplay, you'll need to use each of the three orphans' individual strengths and abilities to progress through the game. You should always be looking for objects that can be used to build Violet's inventions. Once you build the inventions, find creative ways to use them in order to complete missions.

At any time, if you're not sure what you're supposed to do, press START to pause the game and select "What now?" to see your current objective. Your heads-up display also provides important information about your current situation.

HEADS-UP DISPLAY (HUD)



Character Portrait—Character portraits are at the top right-hand corner of the screen that shows you which character you're controlling.

Misery Meter—The misery meter is located just under the character portrait. As your character takes damage, the line decreases. If the meter falls to empty, you'll go back to an earlier point and will have to try again.

Timer—The timer is displayed only during timed missions.

Boss Meter—This indicates the amount of the boss' health. It reduces as he takes on damage.

Invention/Collectible Display—The invention or collectible display appears either on the right or left side of the screen when an invention or collectible part is picked up. The display shows the objects you've collected and which objects you still need to find.

Puzzle Pieces—The puzzle piece counter appears just to the left of the character portrait any time one of the orphans picks up a puzzle piece. You can also view the puzzle piece counter in the Pause menu.

IN-GAME PAUSE MENU

To access important information and options during gameplay, press the START button to bring up the Pause menu with the following options:

- **Resume Game**—Return to gameplay.
- **Secret File**—View picture clues you've unlocked to help find secret rooms.
- **What Now?**—Get more information about your current mission.
- **Options**—Change gameplay settings.
- **Quit Game**—Quit to the Main menu.

SECRET FILE MENU

This menu displays picture clues pointing to secret rooms hidden throughout the game. In each secret room, you'll find a secret package that will unlock new bonus materials in the Main menu.

- **Picture Clues**—Scroll through the unlocked picture clues at the bottom of the screen to bring up a larger version at the top of the screen.

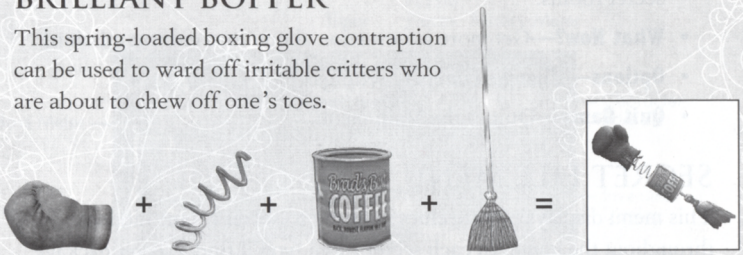
- **Puzzle Pieces**—Along the bottom of the screen, you can view the number of coloured puzzle pieces you've collected. Each time you collect 25 puzzle pieces of the same colour, a picture clue will be unlocked for you to view here. Use these clues to find secret rooms hidden throughout the game.

INVENTIONS

Like the Baudelaires' lives, the books and movies based on their lives and the lives of other orphans pursued by villains, this game is filled with terrible situations. On every level, the orphans must be brave, creative and physically dexterous to foil Count Olaf's plans. It is often necessary for Violet to quickly construct an ingenious invention, like one of those listed below, to help solve a difficult problem. It's impossible to know what might become useful for a crucial invention of Violet's, although a boxing glove on the floor is certainly mysterious. For this reason, it is important to look carefully for such parts everywhere you go.

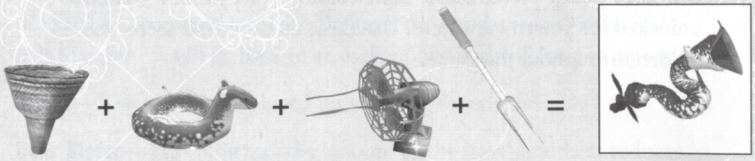
BRILLIANT BOPPER

This spring-loaded boxing glove contraption can be used to ward off irritable critters who are about to chew off one's toes.



FRUIT FLINGER

This fan-powered device can launch rotten fruit an impressive distance—for instance, to splat targets in difficult-to-reach places, or to express horror at Count Olaf's acting.

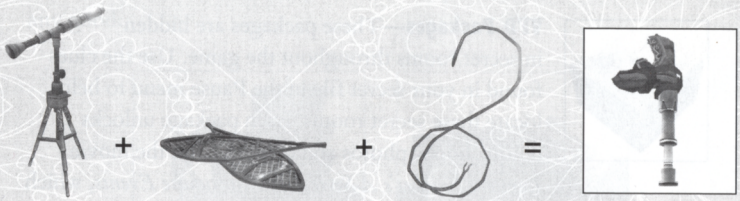


BABY BOOSTER

With this invention strapped to Sunny's back, she can launch herself over very tall objects, like a huge pile of tissues that have been soaked with tears.

STEADY STILTS

These stilts can be used to reach high places, walk through sludge or appear taller.

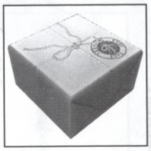


Other Things You Should Know About

During their treacherous journey, the Baudelaire orphans encounter many things, most of them unpleasant:

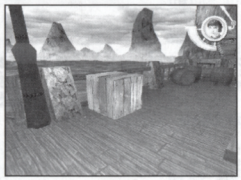
Memories—These gold lockets contain pictures of the Baudelaire parents, who perished in a terrible fire. Collecting them can heal an orphan's misery, but only in a video game.

Puzzle Pieces—Collecting these unlocks clues in your Secret File that help you find secret rooms hidden throughout the game. There are five different colours of puzzle pieces. Collecting 25 pieces of one colour unlocks a clue in your Secret File.

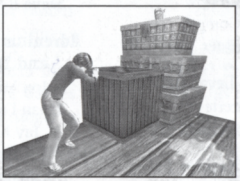
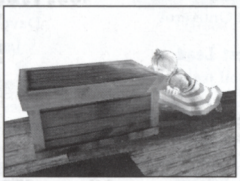
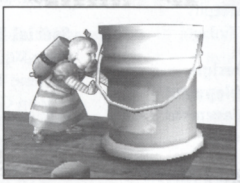
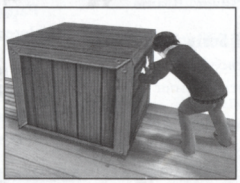


VFD Packages—These packages are hidden in secret rooms throughout the game. Use the clues found in your secret file in the Pause menu to help locate these secret rooms. Each package unlocks unique bonus photos and content from the movie *Lemony Snicket's A Series of Unfortunate Events*, which is unlikely to make anyone feel better.

Breakable Objects—Like recording devices, coded communications and moldy fruit, Puzzle Pieces and Memories are often hidden inside boxes and pots, which can be broken using the Brilliant Bopper invention.



Moveable Objects—Some crates, stones, pots and other objects can be moved in order to clear new paths or solve puzzles, as if that will do any good.

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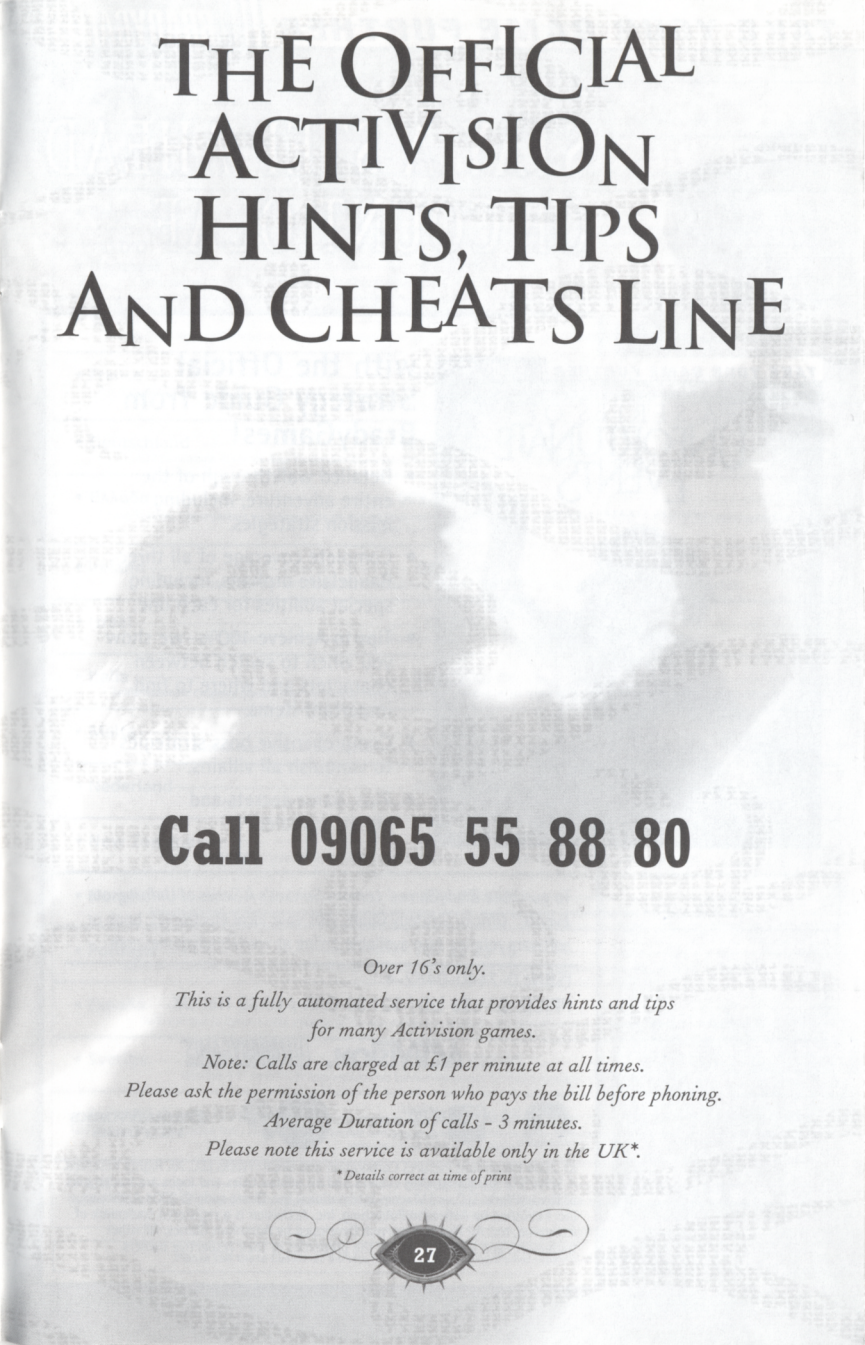

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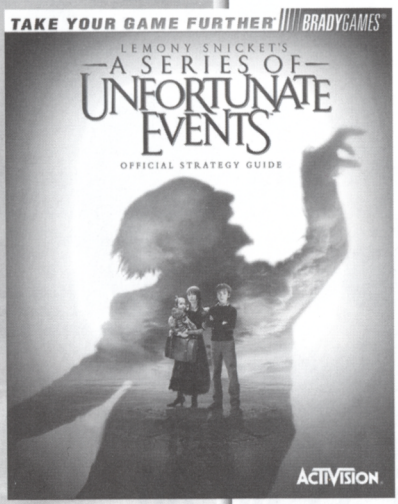

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